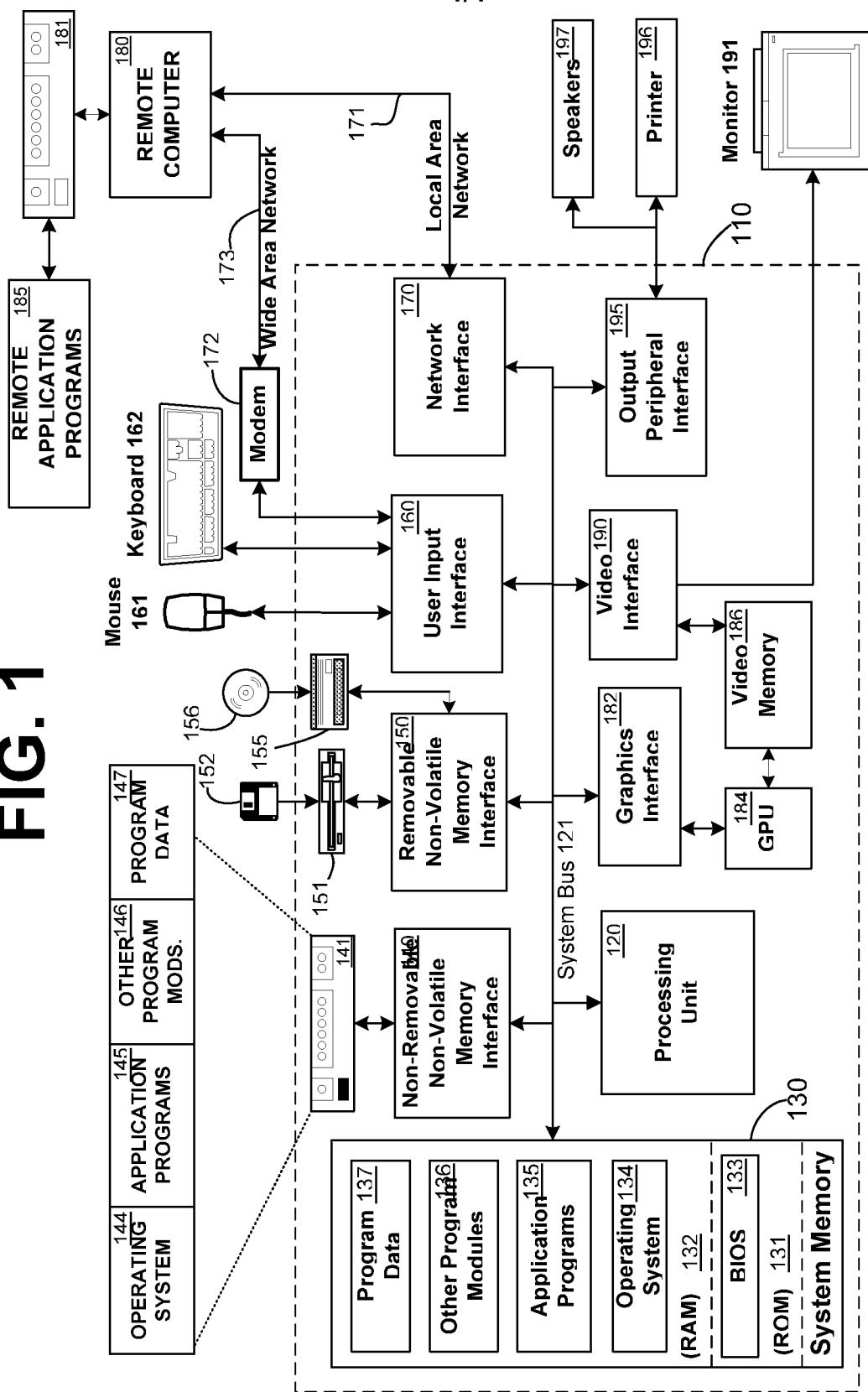
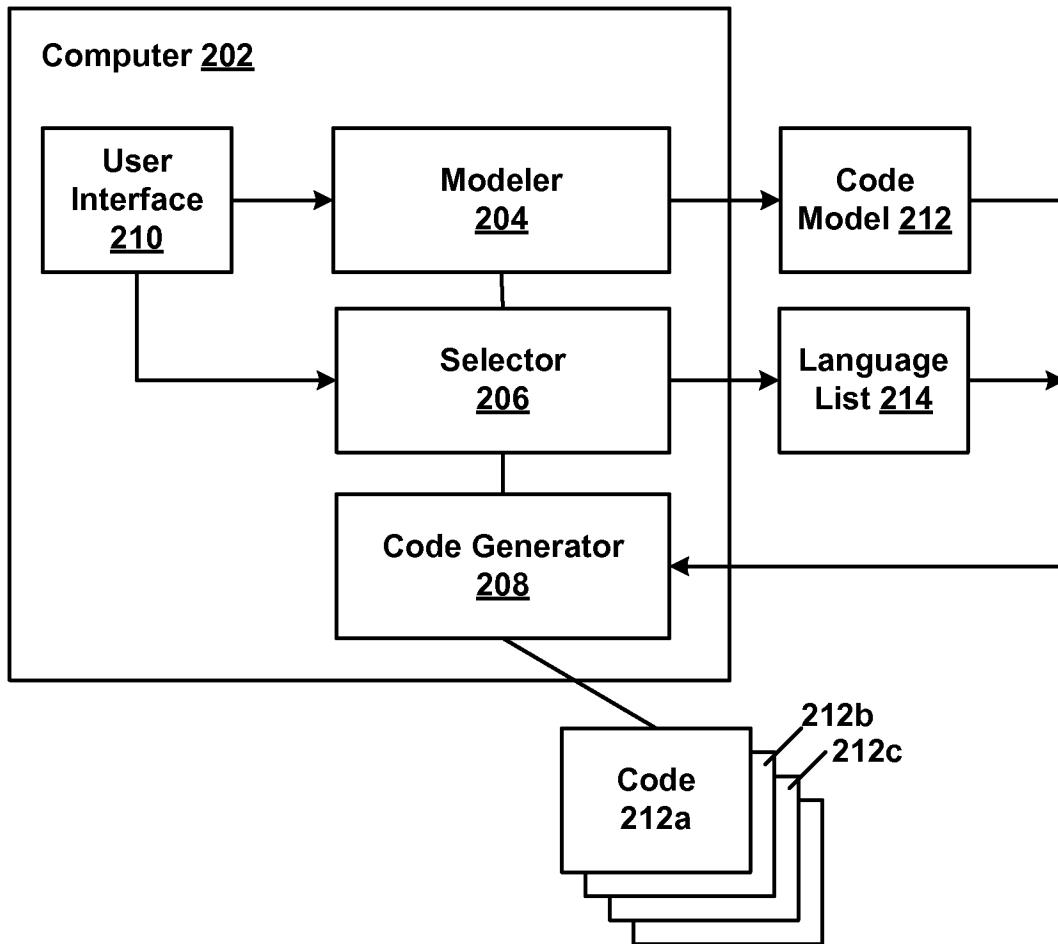


1/4

FIG. 1Computing Environment 100

2/4

**Fig. 2**

3/4

```
using System;
```

```
namespace Demo
```

```
{
```

```
  /// <summary>
```

```
  /// Class used as a demo for the functional code model.
```

```
  /// </summary>
```

```
  class myClass
```

```
{
```

```
    // Here we are commenting something; this is not attached
```

```
    // to any code element, so it is an element by itself
```

```
  /// <summary>
```

```
  /// The main entry point for the application.
```

```
  /// </summary>
```

```
  [STAThread]
```

```
  static void Main(string[] args)
```

```
{
```

```
  302b 302a
```

```
  302 int generator;
```

```
  302 string receiver;
```

```
  306a generator = 0;
```

```
  304 receiver = generator.ToString();
```

```
  306 308
```

```
  308a 308b 308c 308d 308e 308f 308g
```

```
  306c 306b
```

```
}
```

316

314

312

310

CLASS1 FILE

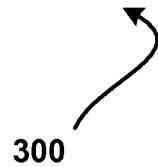
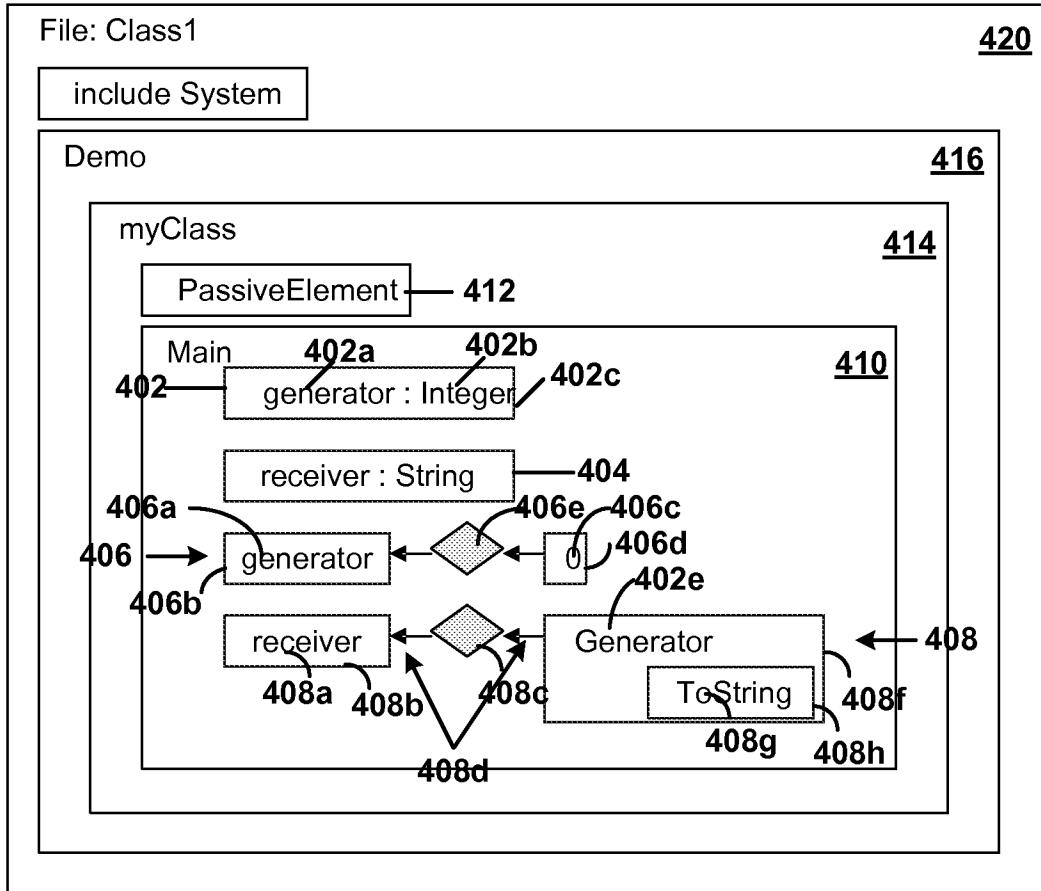


Fig. 3



400

Fig. 4